

List View Controls

Use this extended rule to define the behavior of a list control that has been created using a resource editor.

A list view control provides items for selection. Information for each item is shown in several columns.

This control can be used for character screens with several rows where each row has an input field. For example:

Action	Code	Name	Surname	City	Tel.
—	100001	Peter	Holmes	London	1234567
—	100002	Fernando	Rodriguez	Madrid	7654321
—	100003	Javier	Diaz	Barcelona	4356321
—	1.....
—	1.....

Action values M (Modify), V (Value) or D (Delete).

When the list view control is shown in the viewer, the user can select a row, press the right mouse button and choose a command from the resulting context menu. The user can also double-click a row; this corresponds to the first command that has been defined for the context menu. See the description of the Popup page for further information.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the List View Control Properties
 - General
 - Header
 - Popup
 - Field Identifications
-

Adding the Control in the Resource Editor

In the resource editor, create a list control. You have to define the following styles:

View: Report
Single selection
Owner draw

Supported Styles for List Controls

View: Report
Single selection
No scroll
No sort header
Show selection always
Owner draw
Border
Client edge
Static edge
Modal frame
Transparent
Right aligned text

Defining the List View Control Properties

For each list view control, you have to specify the corresponding region in the character screen.

To define the list view control properties

1. In the dialog, double-click the list view control.

This corresponds to selecting the control and then choosing **Control Properties** from the **Extended** menu or context menu.

The List View Properties dialog box appears.

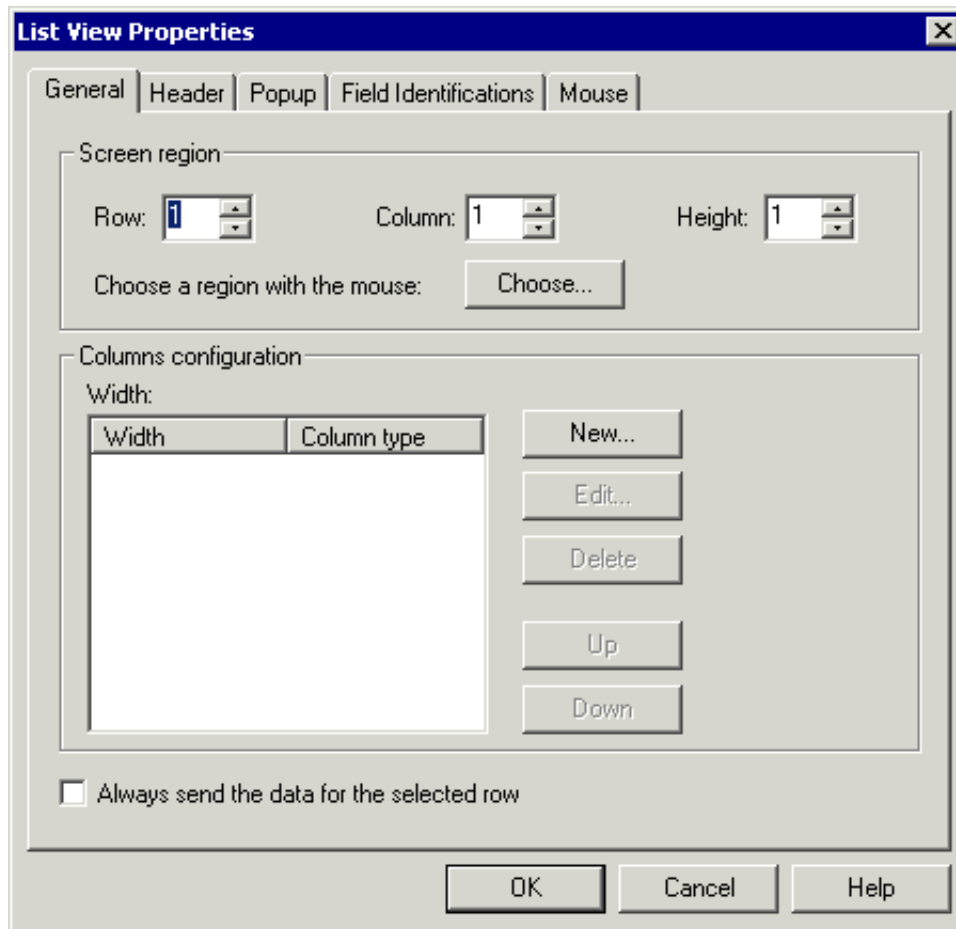
2. Specify all required information as described below for the following pages.
 - General
 - Header
 - Popup
 - Field Identifications

For information on the Mouse page, see *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

3. Choose the **OK** button.

General

Defines the region in the character screen for which the list view control has been created.



Screen region

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Choose** button. Use the mouse to select the region in the character screen which contains the data to be shown in the list view control.

The position of the selected region (row, column and height) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

Columns configuration

This group box shows the width of each defined column and the corresponding column type (visible or hidden). You must define at least 2 columns. The width of the table is the sum of the widths of all columns.

The following command buttons are available:

New	Define a new column. See the description below.
Edit	Modify the selected column. Alternative: double-click a column.
Delete	Delete the selected column.
Up	Move the selected column up.
Down	Move the selected column down.

Always send the data for the selected row

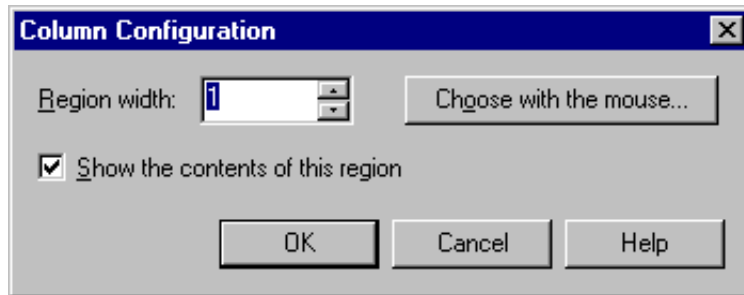
This option determines the amount of information that is to be sent to the host when the user has selected a row in the list view and then presses a key (for example, PF5) or chooses a command button that has been defined in the dialog (for example, a **Save** button).

If this check box is *not* selected, only the key or the function defined for the command button is sent to the host. No information is sent for the selected row in the list view.

If this check box is selected, the default text for the selected row is also sent to the server. The default text is defined in the first menu item of the Popup page. This enables the user to select a row of the list view control, continue to work in the dialog and then press, for example, PF5 to send data to the host, including the data for the selected row.

Defining a Column

The Column Configuration dialog box is used to define the width of a column in the character screen. It appears when you choose the **New** or **Edit** button.



Region width

Use this spin box to define the width of the column in the character screen.

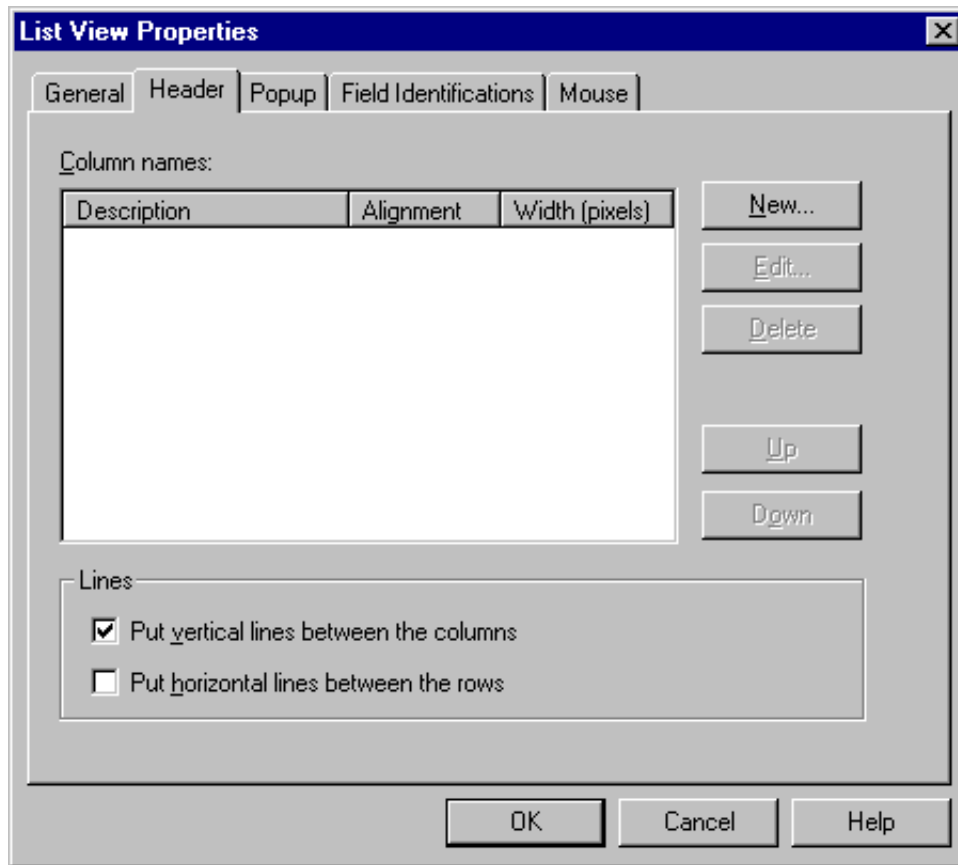
You can also define the region width with the mouse. To do so, choose the corresponding command button. In the scope window, all columns that have already been defined are indicated by blue boxes. The width of the current column is indicated by handles. Move the mouse over the region containing the handles and drag it to the desired size.

Show the contents of this region

If this check box is selected, the content of this region is shown in the list view control. If it is not selected, the content is hidden.

Header

Defines the column headers to be shown in the list view control.



Column names

This list box shows the header for each defined column of the list view control, the corresponding alignment (left, center or right) and the column width in pixels.

The following command buttons are available:

New	Define a new header. See the description below.
Edit	Modify the selected header. Alternative: double-click a header.
Delete	Delete the selected header.
Up	Move the selected header up.
Down	Move the selected header down.

Put vertical lines between the columns

When this check box is selected, vertical lines are shown between the columns.

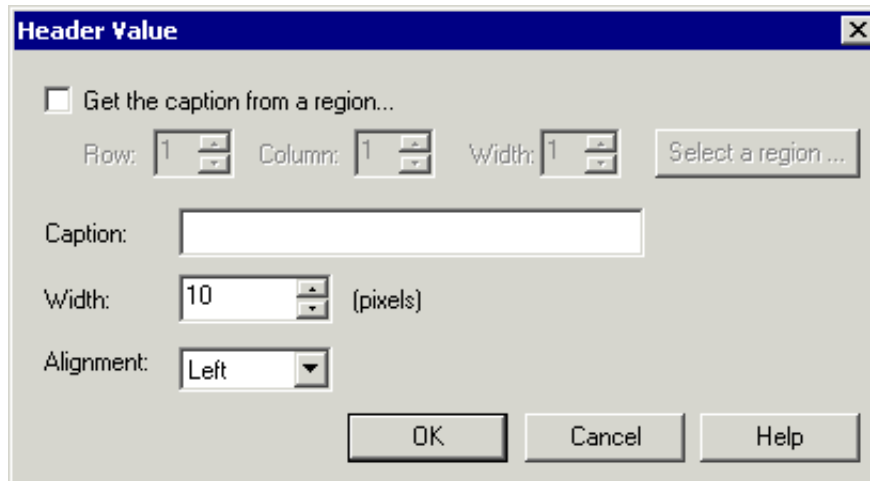
Put horizontal lines between the rows

When this check box is selected, horizontal lines are shown between the rows.

Defining a Header for a Column

The Header Value dialog box is used to define a header for a column. It appears when you choose the **New** or **Edit** button.

In contrast to the columns defined on the General page which define the corresponding regions in the character screen, this dialog box defines the columns that are to be shown in the list view control.



Get the caption from a region

When this check box is selected, you can define the region in the screen which contains the string that is to be used as the column header.

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Select a region** button. Use the mouse to select the region in the character screen which contains the string to be shown in the list view control.

The position of the selected region (row, column and width) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

Caption

Only available if the check box **Get the caption from a region** has not been selected.

Specify the text that is to be displayed as the column header.

Width

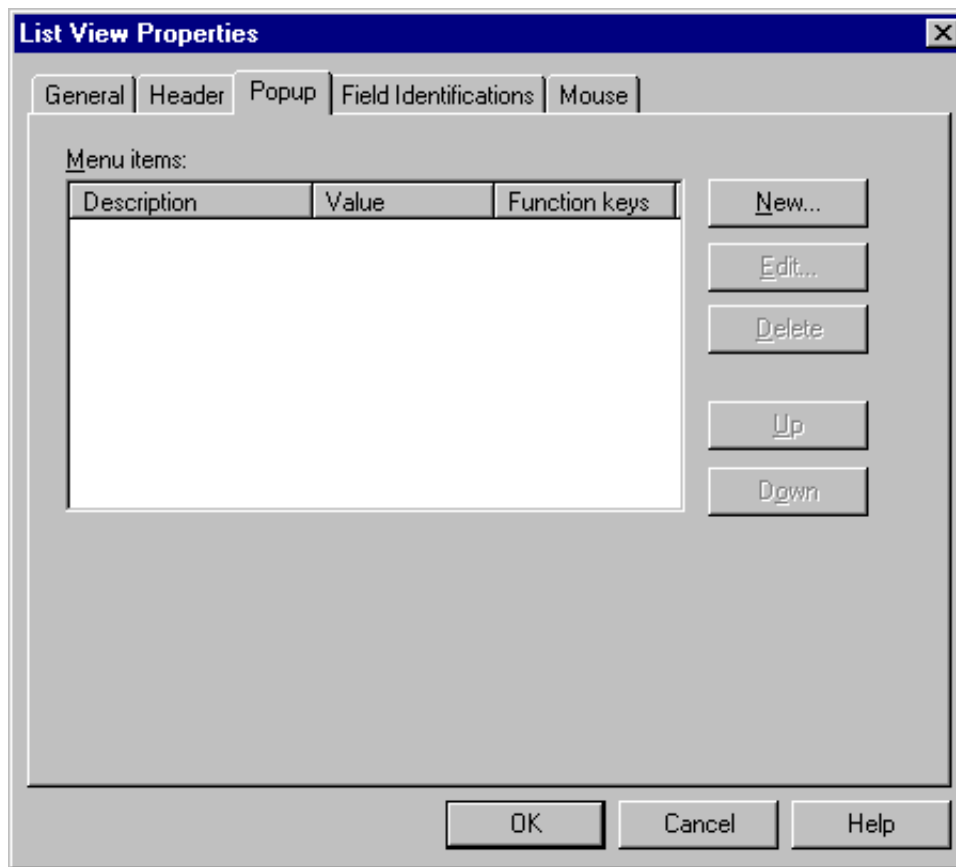
Use this spin box to define the width of the column in the list view control (1 to 5000 pixels).

Alignment

Use this drop-down list box to define the alignment of the column header (left, center or right).

Popup

Defines the menu items that are to be shown when the user presses the right mouse button.



Menu items

This list box shows the menu items that have been defined for the context menu.

The first menu item in this list box is automatically executed (i.e. the defined text is sent to the input field) when the user works in the viewer and double-clicks an entry in the list view control.

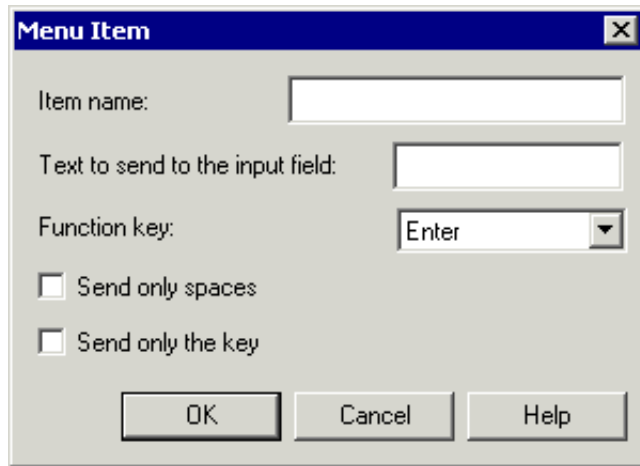
The first menu item in this list box also defines the default text for the option **Always send the data for the selected row** which can be set on the General page.

The following command buttons are available:

New	Define a new menu item. See the description below.
Edit	Modify the selected menu item. Alternative: double-click a menu item.
Delete	Delete the selected menu item.
Up	Move the selected menu item up.
Down	Move the selected menu item down.

Defining a Menu Item

The Menu Item dialog box is used to define a menu item. It appears when you choose the **New** or **Edit** button.



Item name

Specify the text that is to be displayed as a menu item of the context menu. For example, "Modify".

Text to send to the input field

Only available when the check boxes **Send only spaces** and/or **Send only the key** have not been selected.

Specify the value that is to be sent to the input field. For example, the action code "M" that is used to modify a field.

Function key

Select the key that is to be sent.

Send only spaces

Only available when the check box **Send only the key** has not been selected.

When this check box is selected, the input field is filled with spaces.

Send only the key

When this check box is selected, only the defined function key is sent (text is not sent).

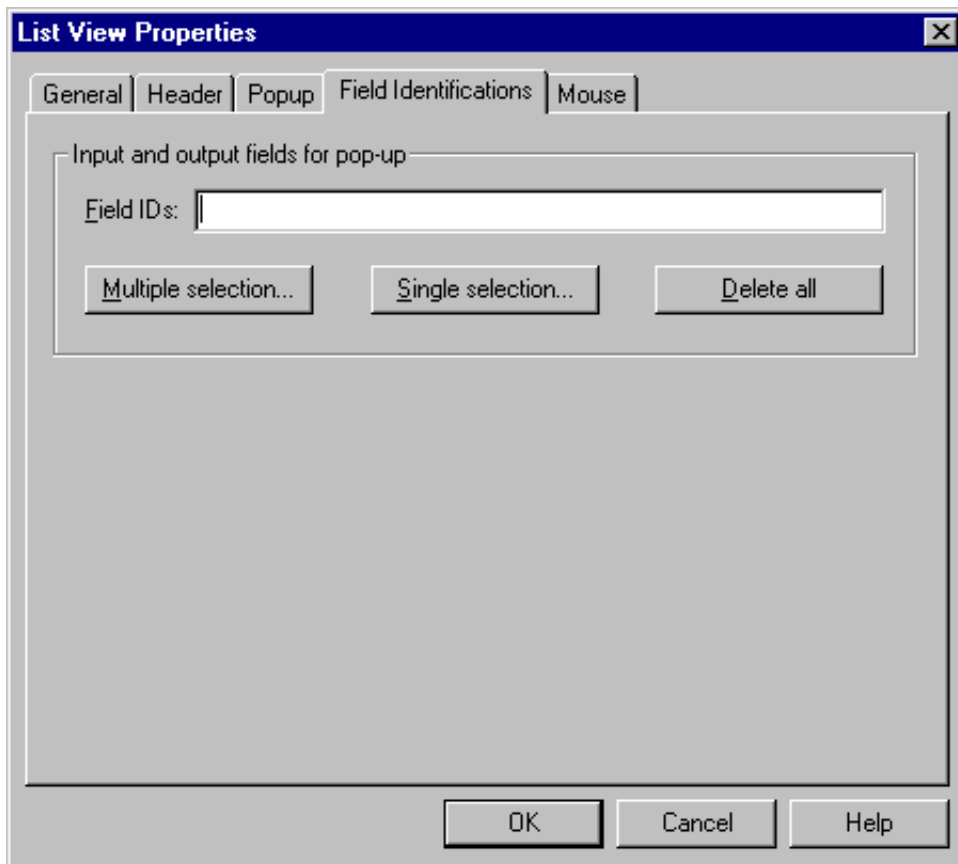
Field Identifications

Defines the corresponding input or output fields. The same field identification may refer to an input field or an output field, depending on the application.

- For an input field, the text defined in the **Text to send to the input field** text box of the Popup page is moved to the input field. The cursor is moved to the input field and the defined function key is sent.
- For an output field, the cursor is moved to the output field and the defined function key is sent. Text is not moved to the output field.

Note:

In the example at the beginning of this section, these are the input fields (indicated by underscore characters) below the header "Action".



Input and output fields for popup

The number of fields in this text box must correspond to the height defined on the General page.

When a table contains empty lines (for example, as in a Con-nect screen which displays a list of objects), you must specify 0 (zero) as the field ID for these lines. With multiple selection, this is done automatically: the field identification 0 indicates that a row has been selected which does not contain an input field.

Choose one of the following command buttons:

- **Multiple selection**

Choose this button if you want to select all fields at the same time.

- **Single selection**

Choose this button if you want to select one field after another.

- **Delete all**

Choose this button if you want to delete all existing selections.

With multiple and single selection, you now have the select the field(s) in the scope window containing the character screen for this dialog. Either click one field (single selection) or drag an outline around all fields that are to be selected (multiple selection). The ID of each selected field is then shown in the **Field IDs** text box.